



IV. AMENDMENTS TO THE CLAIMS

1. (Original) A gaming machine comprising:
 - a liquid crystal display device including a liquid crystal panel, and a light guiding plate disposed at a rear of the liquid crystal panel for guiding light emitted from illumination means for the liquid crystal panel to the liquid crystal panel; and
 - a variable display device disposed at a rear of the liquid crystal display device and including a plurality of reels provided in a row each on which a plurality of symbols are arranged,
 - wherein a part of the light guiding plate to which each of the reels is opposed is formed with a cutout or a recess on the side opposed to the reel, and
 - wherein an end face of the cutout or the recess is being applied with a light scattering process.
2. (Original) A gaming machine comprising:
 - a liquid crystal display device including a liquid crystal panel, and a light guiding plate disposed at a rear of the liquid crystal panel for guiding light emitted from an illumination means for the liquid crystal panel to the liquid crystal panel;
 - and
 - a variable display device disposed at a rear of the liquid crystal display device and including a plurality of reels provided in a row each on which a plurality of symbols are arranged,
 - wherein a part of the light guiding plate to which each of the reels is opposed is formed with a cutout or a recess on the side opposed to the reel, and
 - wherein an end face of the cutout or the recess is formed in a shape to scatter light.
3. (Original) The gaming machine as claimed in claim 1, wherein a part of at least one of the plurality of reels is inserted into the cutout or the recess.

4. (New) A gaming machine comprising:
 - an illumination unit that emits light;
 - a liquid crystal display device that includes a liquid crystal panel, and a light guiding plate disposed at a rear of the liquid crystal panel for guiding light emitted from the illumination unit to the liquid crystal panel; and
 - a variable display device that is disposed at a rear of the liquid crystal display device and includes a plurality of reels provided in a row each on which a plurality of symbols are arranged,wherein a part of the light guiding plate to which each of the reels is opposed is formed with a cutout or a recess on the side opposed to the reel, and wherein an end face of the cutout or the recess is configured to scatter light.
5. (New) The gaming machine according to claim 4, wherein a part of at least one of the plurality of reels is inserted into the cutout or the recess.
6. (New) The gaming machine according to claim 1, wherein the end face of the cutout or the recess is being applied with a light scattering process.
7. (New) The gaming machine according to claim 1, wherein the end face of the cutout or the recess is formed in a shape to scatter light.
8. (New) The gaming machine according to claim 1 further comprising a processor that is operable with the liquid crystal display device to:
 - perform an internal lottery of a game with a random number at a predetermined timing;
 - stop at least one of the symbols of the variable display device based on the result of the internal lottery carried out by the internal lottery means; and
 - pay out a game medium to a player in a case where a stop state of the variable display device corresponds to a predetermined stop state.

9. (New) The gaming machine according to claim 8 further comprising an operation unit that allows the player to input operation for stopping at least one of the symbols of the variable display device,

wherein the processor stops the symbols based on the internal lottery and on the operation input through the operation unit.